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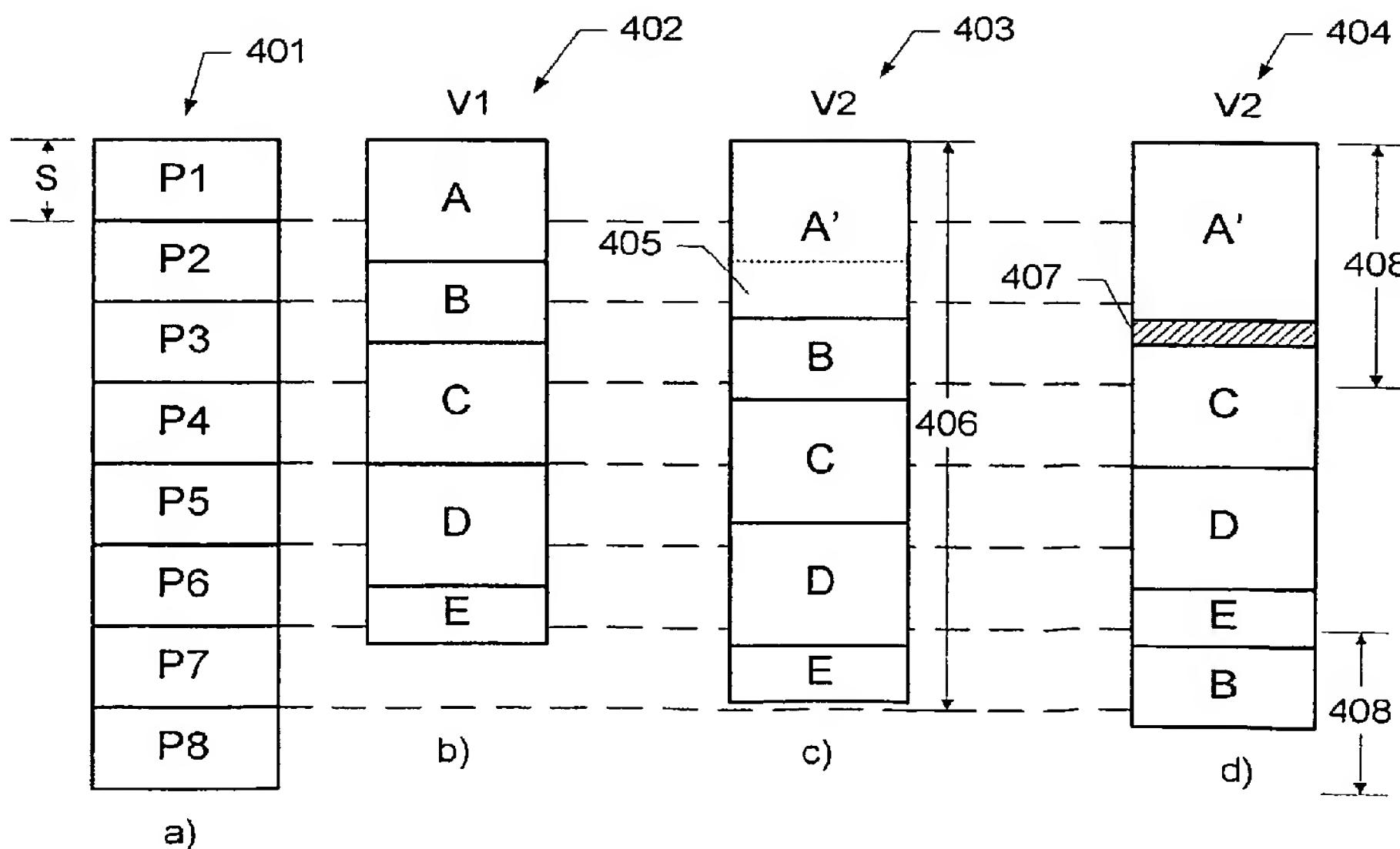
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(54) Title: FLASH MEMORY PROGRAMMING



(57) **Abstract:** Disclosed is a method for updating program code stored in a memory, which memory comprises a plurality of memory sectors. The method comprises transforming an updated input code into an updated program code version to be stored in a memory, which memory has stored thereon a current program code version occupying a first set of the memory sectors of the memory, wherein the updated program code version occupies a second set of memory sectors when stored in the memory. The transforming step further comprises receiving a representation of the current program code version; and performing at least one optimisation step adapted to decrease the number of memory sectors of the second set of memory sectors occupied by the updated code version that are different from the corresponding memory sectors of the first set of memory sectors occupied by the current program code version.

WO 2005/085996 A1



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